Useful items in Sword of the Stars: The Pit

The Pit + all DLCs required

This guide is for the final version of the game with **all** downloadable content installed. If you miss some downloadable content (eg. Healer DLC), some items will not exist in your game and some recipes will not work.

Skill check

For all items that require a certain skill to use, the corresponding skill is listed in a "Skill check" field. If there is no "Skill check" field for an item, it means that the item does **not** require any skill to use.

Disease

Immunoagents

Effect

Cures all lvls of Disease; immune to Disease for 100 moments

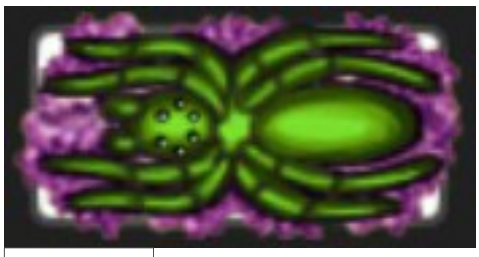
Immunojolt

Effect

Cures all lvls of Disease; immune to Disease for 50 moments

Skill check

Medical

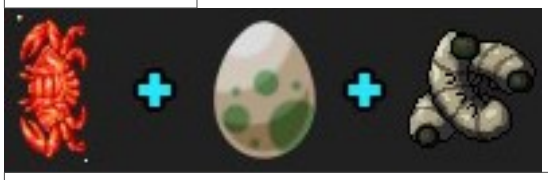


Spider Pie

Effect

Cures 5 lvls of Disease

Craft: Biotech



Ko'Grappa Stonecrab + Egg + Kirt'ch Grubs

Aggressive Antibiotics

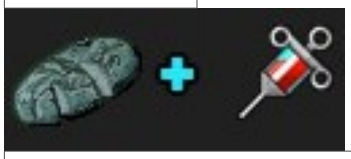
Effect

Cures 4 lvls of Disease

Skill check

Medical

Craft: Biotech



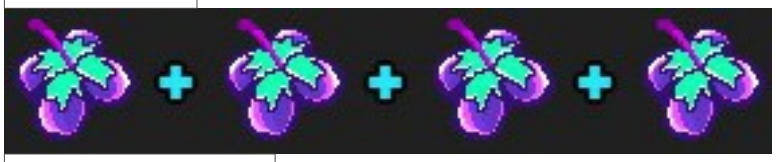
Moldy Bread + Anti-Bodies

Dembo Jam

Effect

Cures 4 lvls of Disease

Craft: Biotech



Laybliss Berries (x4)

Antibiotics

Effect

Cures 2 lvls of Disease

Terran Med-kit

Effect

Cures 1 lvl of Disease

Skill check

Medical

Improvised Med-kit

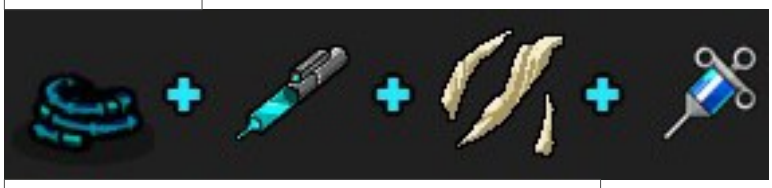
Effect

Cures 1 lvl of Disease

Skill check

Medical

Craft: Medical



Bindings + Antibiotics + Bone Slivers + Serum

Dried Fruit

Effect

Cures 1 lvl of Disease

Craft: Biotech

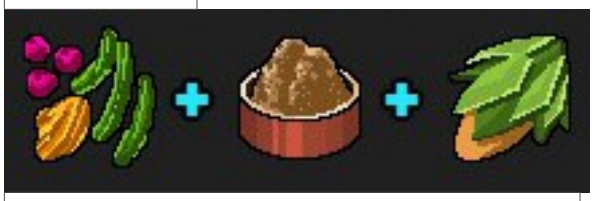
Apples + Bh'azhnazh Fruit + Laybliss Berries

Trail Mix

Effect

Cures 1 lvl of Disease

Craft: Biotech



Dried Fruit + Melosian Chocolate + Hofnuts

Asclepius Exoplate

Effect

Immune to Disease

Restricted to

Human

Cadeceus Armor

Effect

Provides small bonus to Disease resistance

Restricted to

Human; Tarka; Zuul

Improve the chance to resist next Disease

Sorted

From most effective to least effective

Resistance Booster

Vitamins

Note

Save Vitamins to make Steroidal Enhancers

Soylent Vines

Zytokot Fungibar

Note

Zytokot Fungibar may inflict lvl 2 Poison (non-Hiver users only)

Poison

Smart Chems

Effect

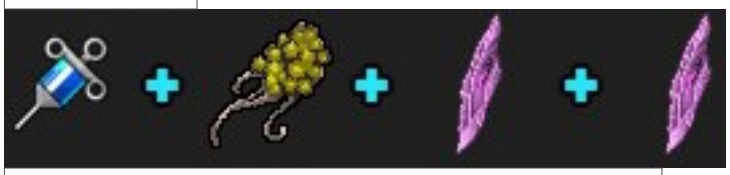
Cures all lvls of Poison; immune to Poison for 150 moments

Counter Poison

Effect

Cures all lvls of Poison

Craft: Biotech



Serum + Shrooms + M'kkosian Fungus Shards (x2)

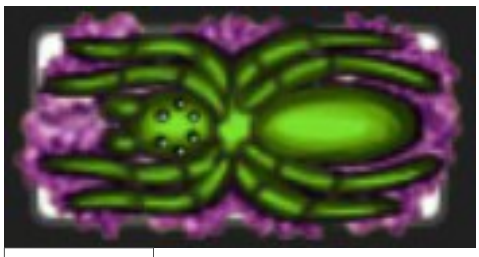
Note

Doubles hunger rate for 25 moments.

Chemical Neutralizer

Effect

Has a good chance to cure all lvls of Poison

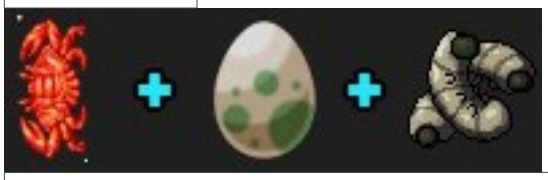


Spider Pie

Effect

Cures 5 lvls of Poison

Craft: Biotech



Ko'Grappa Stonecrab + Egg + Kirt'ch Grubs

Anti-Venom

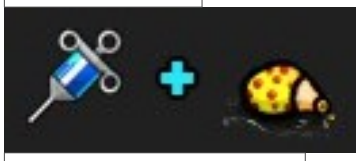
Effect

Cures 3 lvls of Poison

Skill check

Medical

Craft: Medical



Serum + Poison Gland

Seafood Platter

Effect

Cures 3 lvls of Poison

Craft: Biotech

Wuuna Sea Cucumber + Soylent Vines + Ku'Sulto Lobstercake

Bh'Azhnazh Fruit

Effect

Cures 2 lvls of Poison

Wuuna Sea Cucumber

Effect

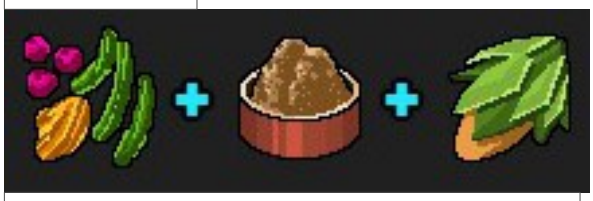
Cures 1 lvl of Poison

Trail Mix

Effect

Cures 1 lvl of Poison

Craft: Biotech



Dried Fruit + Melosian Chocolate + Hofnuts

Asclepius Exoplate

Effect

Immune to Poison

Restricted to

Human

Cadeceus Armor

Effect

Provides small bonus to Poison resistance

Restricted to

Human; Tarka; Zuul

Exoheart

Effect

+25 Poison resistance

Note

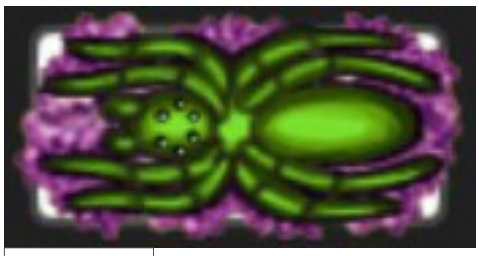
Duration **1500** moments. Rechargeable.

-1 hunger rate when equipped.

Prevents food consumption completely for humans and Tarka Ranger.

Striker only: Speed +1 when equipped.

Radiation

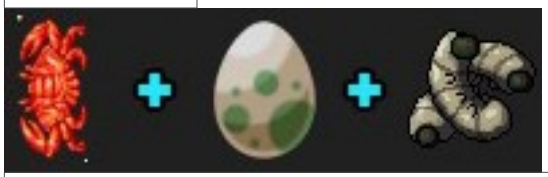


Spider Pie

Effect

Cures 5 lvls of Radiation

Craft: Biotech



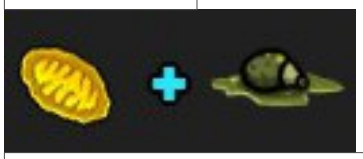
Ko'Grappa Stonecrab + Egg + Kirt'ch Grubs

Damper Patch

Effect

Cures 2 lvls of Radiation

Craft: Biotech



Giant Mitochondria + Scent Gland

Seafood Platter

Effect

Cures 150 Radiation

Craft: Biotech

Wuuna Sea Cucumber + Soylent Vines + Ku'Sulto Lobstercake

Wuuna Sea Cucumber

Effect

Cures 75 Radiation

Ko'Grappa Stonecrab

Effect
Cures 40 Radiation
Note
Has a chance to inflict Confused status

Enviro Suit

Effect
Immune to Radiation
Restricted to
Human

Asclepius Exoplate

Effect
Immune to **environmental** Radiation
Restricted to
Human
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Brawler PBA
Effect
Immune to **environmental** Radiation
Restricted to
Human
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Combat Armor
Effect
Immune to **environmental** Radiation
Restricted to
Human
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Imuki PBA

Effect
Immune to **environmental** Radiation
Restricted to
Mercenary
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Reliquary Armor

Effect
Immune to **environmental** Radiation
Restricted to
Zuul
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Sarcophagus Plate
Effect
Immune to **environmental** Radiation
Restricted to
Zuul
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Stealth Suit
Effect
Immune to **environmental** Radiation
Restricted to
Human; Tarka
Note
Environmental Radiation is the Radiation from irradiated room (caused by Rad Pod explosion).
Enemy attacks will apply Radiation as normal.

Acid

Base Paste

Effect

Protects against Acid attacks for 6 moments; does not fade with time; stacks with itself

Skill check

Medical

Craft: Biotech

Fat Strips (x2) + Bone Slivers

Chem Bracers

Effect

Negate 10 Acid attacks before being destroyed

Enviro Suit

Effect

Immune to Acid

Restricted to

Human

Note

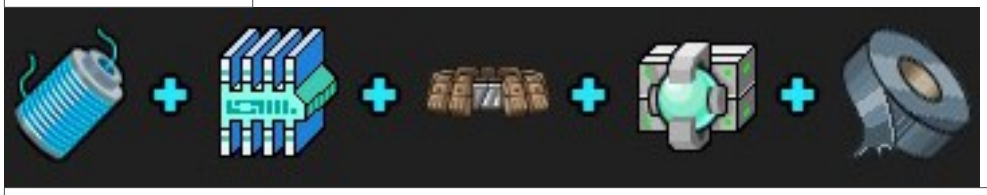
Does **not** protect melee weapons from Acid.

Force Field Belt

Effect

Immune to Acid

Craft: Engineering



Superconductors + String Sinks + Utility Belt + Reflex Micro-Furnace + Duct Tape

Note

Unreliable. Absorbs up to 40 damage per turn. If more than 40 damage is taken in a single turn -

Force Field Belt will be destroyed instantly.

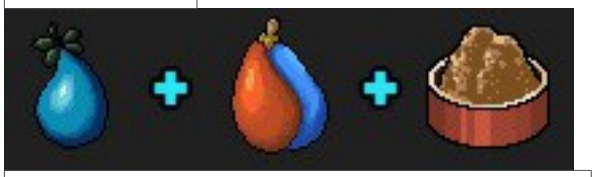
Cold

Fire and Ice Truffles

Effect

Immune to Cold for 100 Moments

Craft: Biotech

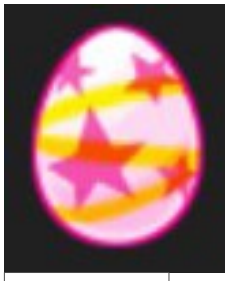


Ice Gems + Nova Fruit + Melosian Chocolate

Nova Fruit

Effect

Immune to Cold for 50 moments



Candy Eggs

Effect

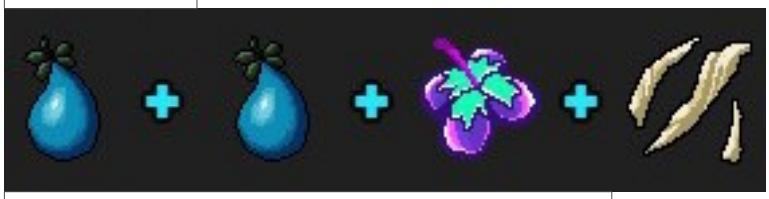
Cures Cold status

Icedream Bar

Effect

Cures Cold status

Craft: Biotech



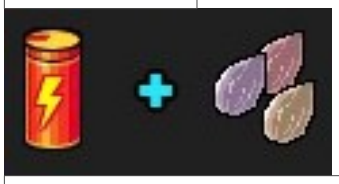
Ice Gems (x2) + Laybliss Berries + Bone Slivers

Star Cofee

Effect

Cures Cold status

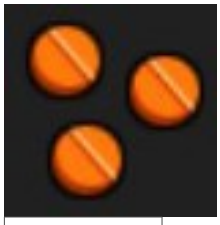
Craft: Biotech



Energy Drink + Medicinal Nuts

Note

Does **not** cure Disease, Poison, Radiation. Tested **Feb 12 2017**.



Stimulants

Effect

Cures Cold status

Note

Cures Grabbed status

Asclepius Exoplate

Effect

Immune to Cold

Restricted to

Human

Brawler PBA

Effect

Immune to Cold

Restricted to

Human

Canadarmour

Effect

Immune to Cold

Restricted to

Human

Combat Armor

Effect

Immune to Cold

Restricted to

Human

Enviro Suit

Effect

Immune to Cold

Restricted to

Human

Imuki PBA

Effect

Immune to Cold

Restricted to

Mercenary

Reliquary Armor

Effect

Immune to Cold

Restricted to

Zuul

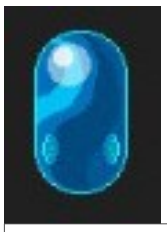
Sarcophagus Plate
Effect
Immune to Cold
Restricted to
Zuul

Stealth Suit
Effect
Immune to Cold
Restricted to
Human; Tarka

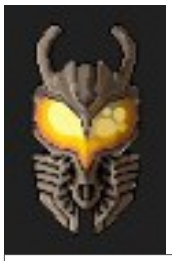
Gas

Gas attacks: **KO Grenades**, **Terror Bombs**, **Poison Gas Traps**, **Terror Traps**, Skunk Ape's & Collector's **Death Mist**, M'kkose Mass/Sodality's **Spore Cloud**, etc.

Tarka Tac Visor
Effect
Immune to Gas
Note
Provides Life Sense and Mechasense when equipped.



Filtration Mask
Effect
Immune to Gas
Restricted to
Human; Tarka; Hiver
Note
Has no durability and can't be destroyed by normal attacks.
Will be destroyed instantly if any damage to inventory occurs (acid, explosion).
Will be destroyed instantly by any normal attack if the player is under effect of Cold status.



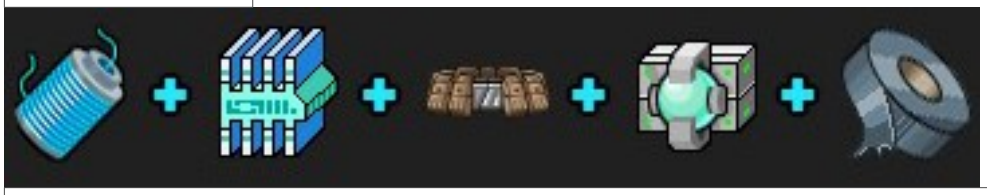
Hiver Air Helm
Effect
Immune to Gas
Restricted to
Hiver

Force Field Belt

Effect

Immune to Gas

Craft: Engineering



Superconductors + String Sinks + Utility Belt + Reflex Micro-Furnace + Duct Tape

Note

Unreliable. Absorbs up to 40 damage per turn. If more than 40 damage is taken in a single turn - Force Field Belt will be destroyed instantly.

Asclepius Exoplate

Effect

Immune to Gas

Restricted to

Human

Brawler PBA

Effect

Immune to Gas

Restricted to

Human

Combat Armor

Effect

Immune to Gas

Restricted to

Human

Enviro Suit

Effect

Immune to Gas

Restricted to

Human

Imuki PBA

Effect

Immune to Gas

Restricted to

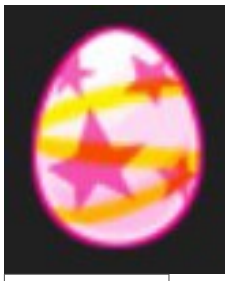
Mercenary

Reliquary Armor
Effect
Immune to Gas
Restricted to
Zuul

Sarcophagus Plate
Effect
Immune to Gas
Restricted to
Zuul

Stealth Suit
Effect
Immune to Gas
Restricted to
Human; Tarka

Fear



Candy Eggs

Effect

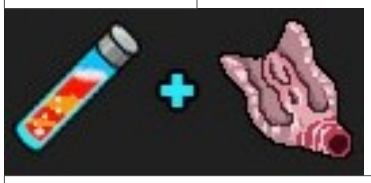
Cures Fear status

Hum Gum

Effect

Cures Fear status

Craft: Biotech



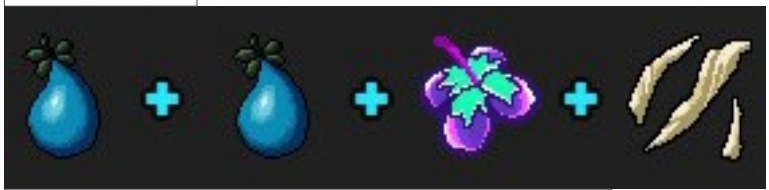
Exotic Proteins + Sonic Nodule

Icedream Bar

Effect

Cures Fear status

Craft: Biotech



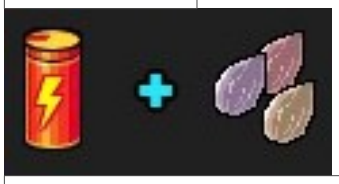
Ice Gems (x2) + Laybliss Berries + Bone Slivers

Star Cofee

Effect

Cures Fear status

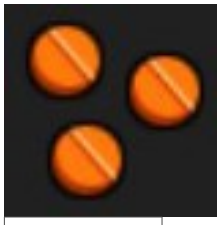
Craft: Biotech



Energy Drink + Medicinal Nuts

Note

Does **not** cure Disease, Poison, Radiation. Tested **Feb 12 2017**.



Stimulants

Effect

Cures Fear status

Note

Cures Grabbed status

Canadarmour

Effect

Immune to Fear

Restricted to

Human

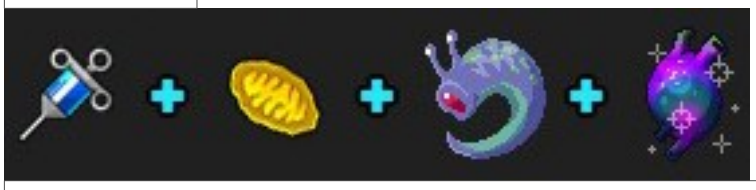
Hunger

Mitochondrial Stimulator

Effect

Prevents food consumption for 150 moments

Craft: Biotech



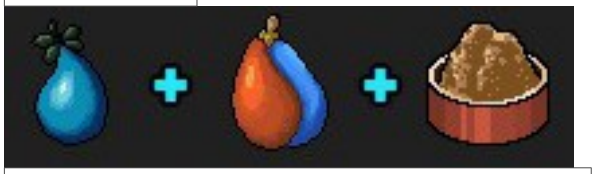
Serum + Giant Mitochondria + Chemo Slugs + Omni Gland

Fire and Ice Truffles

Effect

Prevents food consumption for 100 moments

Craft: Biotech



Ice Gems + Nova Fruit + Melosian Chocolate

Ice Gems

Effect

Prevents food consumption for 75 moments

Exoheart

Effect

-1 hunger rate when equipped;

Striker only: Speed +1 when equipped

Note

Duration **1500** moments. Rechargeable.

Prevents food consumption completely for humans and Tarka Ranger.

Slave Collar

Effect

+29% hunger period (time between food consumption ticks)

Accelerator Boots

Effect

Reduces hunger rate by 10%

Restricted to

Human

Asclepius Exoplate

Effect

+3 hunger period (time between food consumption ticks)

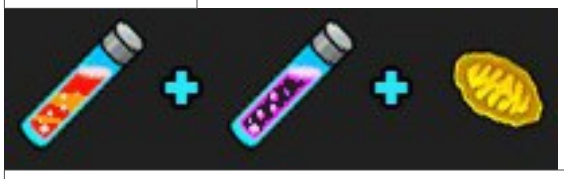
Restricted to

Human

Best food recipes

Energy Drink

Craft: Biotech



Exotic Proteins + Primordial Soup + Giant Mitochondria

Total food

50;

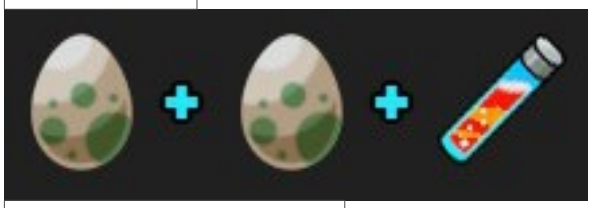
Speed +1 for 100 moments, stacks with Star Cofee & Powabar

Note

More speed = less food spent when walking around.

Egg Nog (x2)

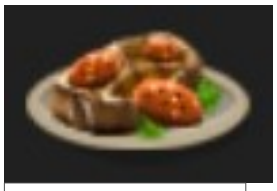
Craft: Biotech



Egg (x2) + Exotic Proteins

Total food

360



Steak N Shrooms

Craft: Biotech

Raw Meat + Shrooms (x2)

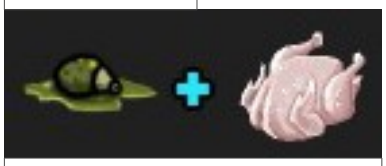
Total food

150

Sammich (x5)

step 1

Craft: Biotech



Scent Gland + Avian Carcass

step 2

Craft: Biotech

Bread + Baked Avian

Total food

375

Pungent Meat

Craft: Biotech

Raw Meat + Scent Gland

Total food

60

Note

10 more food than Cooked Meat. If you have to cook Raw Meat just for eating it, make Pungent Meat instead.

Infini Food

Craft: Biotech

Ancient Herbs + Pineal Gland + Giant Mitochondria

Total food

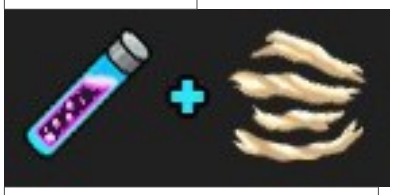
100

Note

Much easier to craft than Pit Stew and provides large amount of food over otherwise inedible ingredients.

Food Pellet (x2)

Craft: Biotech



Primordial Soup + Fat Strips

Total food

70

Note

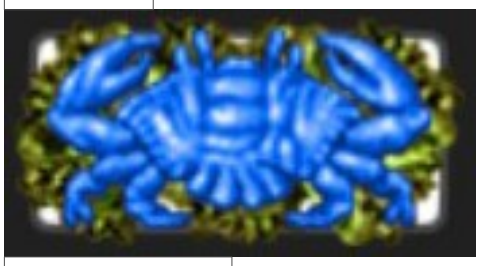
Very effective foodwise but ingredients are used in Energy Drink and Base Paste recipes. Great if you're starving or have plenty of those ingredients.

Time related food recipes

Time
Early to Mid game
Hero Sotswich
Craft: Biotech
Tarka Warbread + Cooked Meat + Hiver Cheese
Total food
300
Note
Do not craft regular Sotswiches, save ingredients and wait for Hiver Cheese to make Hero Sotswiches.

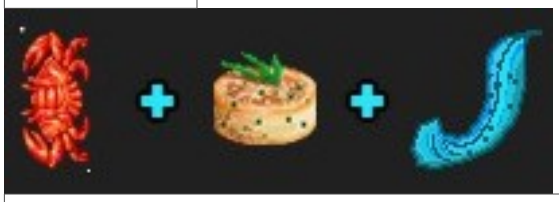
Time

Mid game



Imperial Special

Craft: Biotech



Ko'Grappa Stonecrab + Ku'Sulto Lobstercake + Bh'azhnazh Fruit

Total food

180;

Ranger and Mercenary only: Total food 200; +1 Might

Note

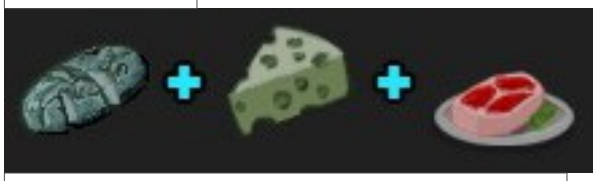
Save all Ku'Sulto Lobstercakes & Bh'azhnazh Fruits that you find. You'll start to find fair amount of Ko'Grappa Stonecrabs in the Mid game and Imperial Special will provide large amount of food over ingredients.

Time

Late game (Floor 36+)

Blandwich

Craft: Biotech



Moldy Bread + Rotten Cheese + Raw Meat

Total food

130

Note

Late game monsters drop plenty of ingredients required for Blandwich, make sure you have some Raw Meat on you because it's the rarest of those 3 drops in final floors.

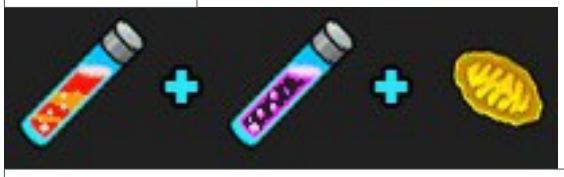
Speed

Energy Drink

Effect

Speed +1 for 100 moments, stacks with Star Cofee & Powabar

Craft: Biotech



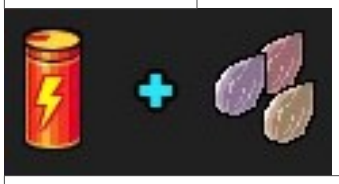
Exotic Proteins + Primordial Soup + Giant Mitochondria

Star Cofee

Effect

Speed +1 for 40 moments, stacks with Energy Drink & Powabar

Craft: Biotech



Energy Drink + Medicinal Nuts

Note

Does **not** cure Disease, Poison, Radiation. Tested **Feb 12 2017**.

Powabar

Effect

Speed +1 for 50 moments, stacks with Energy Drink & Star Cofee

Craft: Biotech

Nutbutter + Zytokot Fungibar + Melosian Chocolate

Sword of the Stars

Effect

Speed +1 when equipped

Slave Collar
Effect
Speed +1 when equipped

Accelerator Boots
Effect
Speed +1 when equipped
Restricted to
Human

Exoheart
Effect
Striker only: Speed +1 when equipped
Note
Duration **1500** moments. Rechargeable.
-1 hunger rate when equipped.
Prevents food consumption completely for humans and Tarka Ranger.

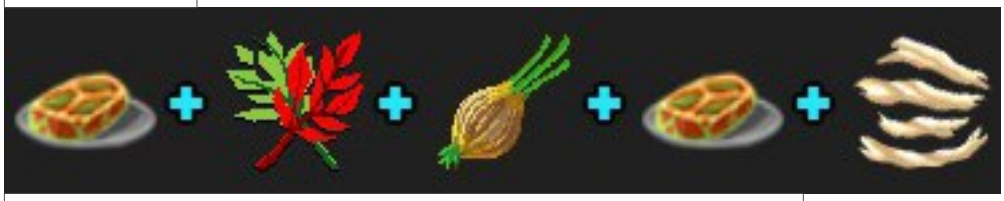
Stats

Pit Stew

Effect

+1 to random Stat (Might; Finesse; Brains; Power)

Craft: Biotech



Tainted Meat (x2) + Ancient Herbs + Edible Roots + Fat Strips

Note

Has a chance to inflict lvl 6 Poison upon using.

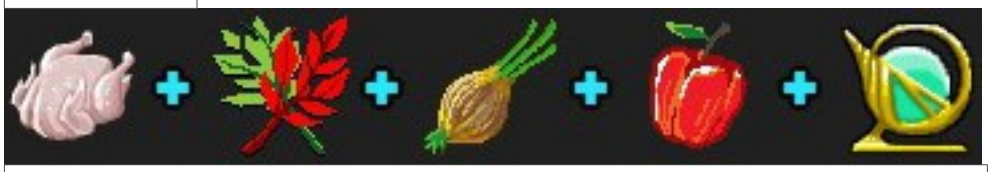
Bird of Feasting

Effect

+1 to random Stat (Might; Finesse; Brains; Power);

+50 to maximum food capacity

Craft: Biotech



Avian Carcass + Ancient Herbs + Edible Roots + Apples + Morrigi Flavor Oils

Note

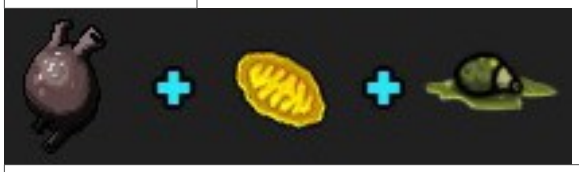
Has a chance to inflict Unconscious status upon using.

Gronch Heart Elixir

Effect

+1 to random Stat (Might; Finesse; Brains; Power)

Craft: Biotech



Gronch Heart + Giant Mitochondria + Scent Gland

Note

New Year special. Gronch Heart can only be obtained from Winter Holidays' boss.

Can be duplicated via 4-D Copier or PSI Duplication.

Neurotransmitter Enhancers

Effect

Boosts Finesse by +1~3 (random)

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Steroidal Enhancers

Effect

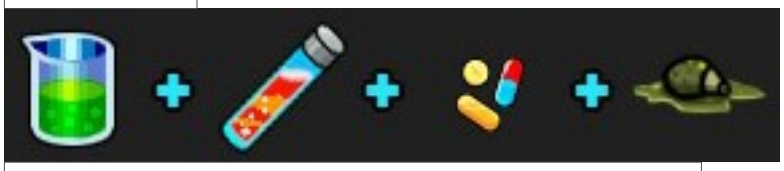
+1 Might

Skill check

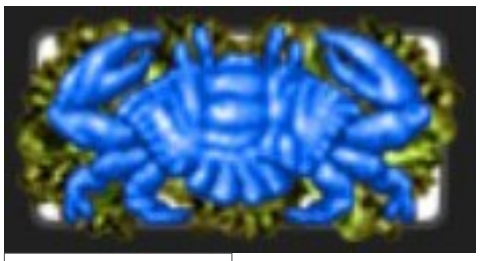
Medical;

Failure may result in -1 Brains

Craft: Biotech



Mutagens + Exotic Proteins + Vitamins + Scent Gland

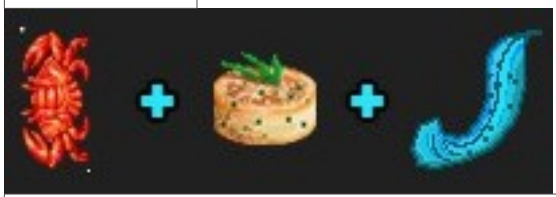


Imperial Special

Effect

Ranger and Mercenary only: +1 Might

Craft: Biotech



Ko'Grappa Stonecrab + Ku'Sulto Lobstercake + Bh'azhnazh Fruit

Note

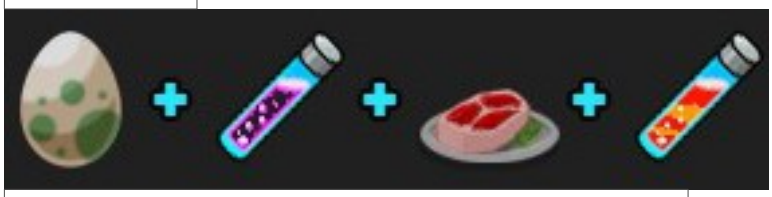
Mercenary is the only class that can have more than 100 Might.

Protein Shake

Effect

10% chance to boost Might by +1

Craft: Biotech



Egg + Primordial Soup + Raw Meat + Exotic Proteins

Note

Usually not worth crafting because the ingredients are used in better recipes

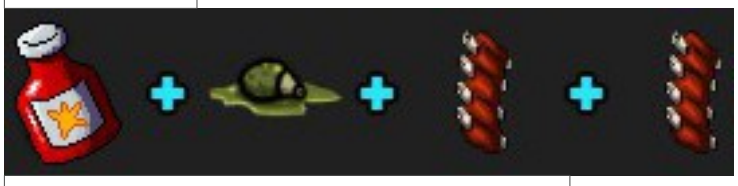
(Energy Drink; Egg Nog; Food Pellet, etc.)

Maybe Back Ribs

Effect

20% chance to boost Power by +1

Craft: Biotech



StarBeQue Sauce + Scent Gland + Ribs (x2)

Note

StarBeQue Sauce is not worth crafting.

Skills

Tarka Martial Trainer

Effect

Boosts random close combat skill (Knife; Blade; Spear; Melee) by +7~20 (random)

Skill check

Computer;

Failure may result in -1~2 Brains (random)

Liir Edu-Pet

Effect

Boosts random non-combat or PSI skill by +3~10 (random);

Has a chance to reduce Power by -1 (checks Power stat)

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Repair

Nano Reconstructors

Repairs

Everything

Repair efficiency

89%

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Duct Tape

Repairs

Everything

Repair efficiency

50%

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Living Steel Patch

Repairs

Medium armor;

Heavy armor

Repair efficiency

100%

Skill check

Mechanical

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Polymer Infuser

Repairs

Armor

Repair efficiency

60%

Skill check

Mechanical

Chizek Fungus

Repairs

Heavy Armor

Repair amount

5 points of damage

Skill check

Biotech

Note

Can be duplicated via 4-D Copier or PSI Duplication.

Ballistic Repair Kit

Repairs

Ballistic guns

Repair efficiency

69%

Skill check

Mechanical

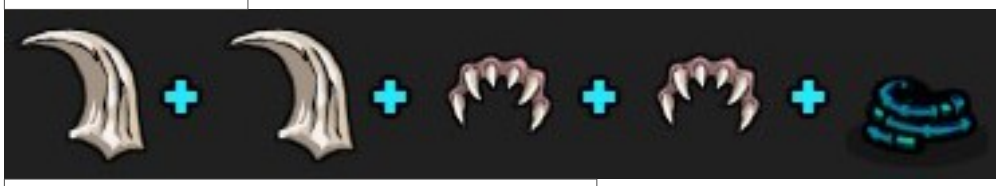
Craft: Mechanical

Rifle Parts + Servos + Electronic Parts

Note

Can be used early on for Mechanical skill-ups. Only 1 skill-up allowed per single turn; skip a turn before repairing next item.

Sharpening Kit
Repairs
Melee weapons
Repair efficiency
64%
Skill check
Mechanical
Craft: Mechanical



Heavy Claw (x2) + Razorteeth (x2) + Bindings
Note
Can be used early on for Mechanical skill-ups. Only 1 skill-up allowed per single turn; skip a turn before repairing next item.

Energy System Tuner

Repairs

Energy weapons

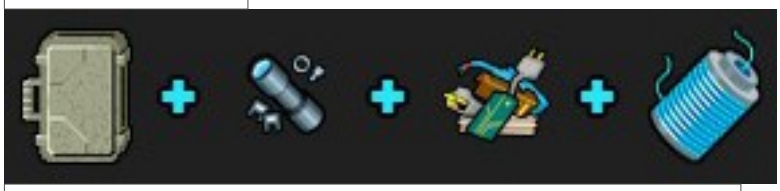
Repair efficiency

75%

Skill check

Electronics

Craft: Mechanical



Gun Parts + Optics + Electronic Parts + Superconductors

Note

Can be used early on for Electronics skill-ups. Only 1 skill-up allowed per single turn; skip a turn before repairing next item.

Not worth crafting.

Miscellaneous

Adrenal Implant
Effect
Restores 3 PSI points per each kill (Organic & Cyborgs only); stacks with itself (4 Adrenal Implants = 12 PSI points per kill, 5 Implants = 15 PSI points per kill, etc.)
Skill check
Medical;
Failing to use Adrenal Implant will reset all PSI per kill bonuses.
Craft: Biotech

Mutagens + Anti-Bodies + Neural Transmitters + Cyber Connectors
Note
Can be duplicated via 4-D Copier or PSI Duplication.

Pain Killers
Effect
Cures Wounded status; immune to Wounded status for 20 moments; cures Pain status
Note
Pain status caused by Liir's, Mothman's & Zuul Lord's melee attacks. Pain prevents using Psionic abilities.
Can be duplicated via 4-D Copier or PSI Duplication.